



So I shall say farewell. I shall perhaps contribute to HVZUG as the mood moves me, and perhaps Joe may even publish some of it.

I take this opportunity to extend my thanks and the thanks of the VZ users in general, to Ron Allen, Bob Kitch, David Wood, Peter Ross, Russell Harrison, Dave Mitchell, Mitch and Tim Fendlebury, Graeme Young, Don Dower and the author of The Scream Sheet for their continued support and various programs, and Joe Leon for much hardware update information and utility programs.

Some background on Joe. He is the grandfather of two, yet refuses to grow a beard. He also spends a lot of time inside a VZ with a soldering iron. At some future date (not far distant) he may even put that soldering iron to work on the IBM he has on the desk beside him.

They have dropped the Premium state and reverted to The First state. [That was a convict state?]. Whichever way, I feel sure that they will look after you almost as well as I have!

I have not received even one application for the 'PLUM' job of Editor. Nor indeed any feedback as to what is to become of the club. That leaves it to Ron and myself to decide the fate of VZDU. In consultation with the only other VZ publication in Aust. it was decided to merge the two clubs to become HUNTER VALLEY V.Z. USERS GROUP. Joe Leon will be the editor as now. So whatever credits you have with VZDU will be transferred to HVZUG. That is issue for issue. There is a slight difference between membership rates, but VZDU will adjust that. This will be the last issue of VZDU. To those of you who have no credits we recommend that you hasten to join HVZUG. Elsewhere you will find an invitation from Joe Leon, the Editor and Secretary, and details of the group.

It seems to be all bad news this time.

I very much regret that in this, my final Newsletter I have to tell you that one of our members, Neville Hughes, of Whitton has passed away. Recently he has suffered several heart attacks. Neville was one of the old time hackers, dating from his service in RAAF on Radar through television till finally he was not content unless he had a soldering iron inside a V.Z.

Ron Allen
Treasurer
2 Orlando Str.
Hampton. 3188
03-598-4534

Editor
Harry Huggins
12 Thomas Str.
Mitcham. 3132
03-873-1408

DOWN UNDER CLUB



VZDU # 40 JAN/MARCH 1993

BEN HOBSON
WE HAVE MADE A CREDIT FOR YOU WITH HVZUG
OF 1 ISSUES.
HVZUG, JOE LEON, 33 TIGHESS TCE, TIGHESS HT,
049-692399.

Jack ShearSmith
95 Modillion St.
RIVERTON, W.A. 6148.

VZ300 WITH DISK DRIVE, DISK DRIVE CONTROLLER, 16K MEMORY
EXPANSION, WORD PRO CARTRIDGE, ALL POWER SUPPLIES AND MANUALS.
ALSO MANY DSE MANUALS AND TECHNICAL MANUAL. ALSO ALL THE VZ USER
MAGS. AND SEVERAL DISKS.
Price \$150 plus postage.

FOR SALE

JOSEPH P. LEON - EDITOR HUNTER VALLEY VZ JOURNAL

LIVE LONG AND PROSPER HARRY AND MAY THE VZ FORCE BE WITH YOU

ON BEHALF OF ALL VZ USERS I WISH HARRY A FULL RECOVERY FROM HIS
RECENT ILLNESS AND ALL THE BEST FOR THE FUTURE.

HARRY WAS NOT ALONE IN PRODUCING VEZEED DOWN UNDER. HE HAD HELP
AND SUPPORT FROM CLUB MEMBERS. I WISH ALSO TO THANK THEM FOR THEIR
CONTRIBUTION AS IT WAS A TEAM EFFORT WHICH IS A BIT RARE THESE DAYS
AND WORTH APPLAUDING. TAKE A BOW VEZEED DOWN UNDER CLUB.

AFTER 4.5 YEARS AS EDITOR OF VEZEED DOWN UNDER, HARRY HAS DECIDED
TO CALL IT QUITS. I FOR ONE WILL MISS HIS CONTRIBUTION TO THE VZ
CAUSE WHICH WAS CONSIDERABLE. ONLY ANOTHER EDITOR CAN KNOW THE
DEDICATION, HARD WORK AND PERSERVERANCE THAT GOES WITH THE JOB.

FAREWELL AND GOOD HEALTH HARRY

3

Thanks Harry for the pleasant memories and rewarding experience with the VZ. I look forward to continuing our association with the PC.

Harry has single-handedly run a clearing house for VZ material in Melbourne since taking over from Scott Le Brun almost 5 years ago. He has made a tremendous impact upon how VZ users use their machines by circulating tapes, software and information. He has always freely given of his time, knowledge and materials as well as editing VZDU.

On my work related travels around Australia I met up with Harry through our interest in the VZ. We have corresponded, raved on over the phone and had several pleasant evenings at his home. The evenings usually started with a "meal" at the nearby pub, followed by a walk to Harry's house and eventually me getting a early morning taxi to my city motel. The evening meetings at Mitcham were highlights of my interest in the VZ that commenced in 1985. They rank with other memorial meetings such as John D'Alton's Christmas meetings in Brisbane and my several meetings with Peter Hill's VZ group in Auckland, New Zealand.

(PC is a foreign word to VZers. I'd never heard of it till I got and IBM. It stands for PERSONAL COMPUTER, and is the name IBM gave to their first home computer of the current range. It now applies to all IBM compatible computers. Ed.)

Harry has decided to discontinue his production of the VZDU newsletter. An end of an era for VZ computer users. Harry's computer interests have turned towards the IBM PC with the powerful hardware, plentiful and cheap software base. The background and hard-learned experience on the VZ have assisted many users to change computer platforms. These users have a more through understanding of the PC, than many of the more casual PC users. Many people learned to program in Basic and assembler on the VZ, and can easily convert to the PC.

HARRY HUGGINS AND THE V.Z. COMPUTER
ALL GOOD THINGS COME TO AN END EVENTUALLY

Bob Kitch. March 1993

Contribution to VZDU

```

229 GOSUB3070
230 PRINT"WHAT!!!":SOUND0,9
240 GOTO 170
250 GOSUB10
260 PRINT"YOU ARE NEAR A WALK"
270 PRINT"WAY"
280 PRINT"EXITS: W,E"
290 INPUT$:TIME=TIME+1
300 IF$="W"THEN110
305 GOSUB3070
310 IF$="E"THEN340
320 PRINT"WHAT!!!":SOUND0,9
330 GOTO250
340 GOSUB10
350 PRINT"YOU ARE NEXT TO A "
360 PRINT"COBBLESTONE PATH"
370 PRINT"EXITS: W,E"
380 INPUT$:TIME=TIME+1
390 IF$="W"THEN250
395 GOSUB3070
400 IF$="E"THEN430
410 PRINT"WHAT!!!":SOUND0,9
420 GOTO340
430 GOSUB10
440 PRINT"YOU ARE ON A T SHAPED"
450 PRINT"PATH"
460 PRINT"YOU CAN SEE A MAGIC"
470 PRINT"RING. EXITS: N,W,E"
480 INPUT$:TIME=TIME+1
490 IF$="GET MAGIC RING"THENRG=5:GO
T0550
500 IF$="W"THEN340
510 IF$="N"THEN820
520 IF$="E"THEN640
525 GOSUB3070
530 PRINT"WHAT!!!":SOUND0,9
540 GOTO430
550 GOSUB10
560 PRINT"YOU ARE ON A T SHAPED"
570 PRINT"PATH"
580 PRINT"EXITS: N,W,E":INPUT$:
TIME=TIME+1
590 IF$="W"THEN340
600 IF$="N"THEN820
610 IF$="E"THEN640
615 GOSUB3070
620 PRINT"WHAT!!!":SOUND0,9
630 GOTO550
640 GOSUB10
645 IFKY=STHNER=1
650 PRINT"YOUR ON A RIVER WITH B
RIDGE"

```

```

1 POK31058,243:POK31059,1:POK3106
0,100:POK31061,0
2 POK31062,33:POK31063,20:POK3106
4,0:POK31065,205
3 POK31066,92:POK31067,52:POK3106
8,201:POK30862,82
4 POK30863,121:CLS
5 GOSUB10:GOTO40
10 CLS:PRINT:PRINT@45,"THE "
20 PRINT"SECRET OF VOLCANO ISLAN
D"
25 PRINT"BY OWEN ROSS"
30 PRINT"====="
35 PRINT:PRINT:POK31063,111:X=USR(0
):RETURN
40 PRINT"YOU MUST FIND THE 3"
50 PRINT"TREASURES BEFORE THE"
60 PRINT"VOLCANO ERUPTS AND"
63 PRINT"GET OFF THE ISLAND"
65 RG=1:MP=1:GN=1:DE=1:MS=1:RE=1:KY
=1:KE=1:ER=1:IL=1:NH=1:UK=1
66 CN=1:PN=1:LE=1:TR=1:JP=1:WD=1:CU=
1:ET=1:BB=1:LB=1:RB=1:TIME=1
70 PRINT"WITH YOUR LIFE "
80 PRINT"GOOD LUCK!!"
90 PRINT"PRESS RETURN TO CONTINUE":
INPUT$:
110 GOSUB10
120 PRINT"YOU ARE BY A WHARF."
130 PRINT"EXITS: N,E"
135 INPUT$:TIME=TIME+1
140 IF $="N"THEN170
150 IF $="E"THEN250
153 GOSUB300
155 PRINT"WHAT!!!":SOUND0,9
160 GOTO110
170 GOSUB10
180 IFPN=1THENPRINT"YOU ARE BY A
GUARDED"
185 IFPN=5THENPRINT"YOU ARE BY A
"
190 PRINT"LIGHT HOUSE "
200 PRINT"EXITS: S"
205 IFPN=5THENPRINT"N"
210 PRINT:INPUT$:TIME=TIME+1
220 IF $="S"THEN110
225 IF$="FIRE GUN"ANDGN=5THENPN=5:G
OTO170
228 IF$="N"ANDGN=5THEN1460

```

1080 PRINT " EXITS: W"
 1090 INPUT\$
 1100 IF\$="W"THEN960
 1101 GOSUB3070
 1110 PRINT"WHAT!":SOUND0,9
 1120 GOTO1060
 1130 GOSUB10
 1140 PRINT" YOU ARE IN THE BEDROO
 M"
 1150 IFCN=1THENPRINT" YOU CAN SEE
 A COIN"
 1160 PRINT" EXITS: E"
 1170 INPUT\$:TIME=TIME+1
 1180 IF\$="GET COIN"THENCN=S:GOTO113
 0
 1190 IF\$="E"THEN960
 1191 GOSUB 3070
 1200 PRINT"WHAT!":SOUND0,9
 1210 GOTO1130
 1220 GOSUB10
 1230 PRINT" YOU ARE IN THE GARDEN
 "
 1240 PRINT" EXITS S,W,E
 1250 INPUT\$:TIME=TIME+1
 1255 IF\$="S"THEN960
 1260 IF\$="W"THEN1300
 1265 GOSUB 3070
 1270 IF\$="E"THEN1370
 1280 PRINT"WHAT!":SOUND0,9
 1290 GOTO1220
 1300 GOSUB10
 1310 PRINT" YOU ARE ON A OLD PATH
 "
 1320 PRINT" EXITS: E"
 1330 INPUT\$:TIME=TIME+1
 1340 IF\$="E"THEN1220
 1345 GOSUB 3070
 1350 PRINT"WHAT!":SOUND0,9
 1360 GOTO1300
 1370 GOSUB10
 1380 PRINT" YOUR ARE IN TIN SHED"
 1390 IFCN=1THENPRINT" YOU CAN SEE
 A GUN"
 1400 PRINT" EXITS: W"
 1410 INPUT\$:TIME=TIME+1
 1420 IF\$="W"THEN1220
 1425 GOSUB 3070
 1430 IF \$#="GET GUN" THEN GN=S:GOTO1
 370
 1440 PRINT"WHAT!":SOUND0,9
 1450 GOTO1370
 1460 GOSUB10
 1470 PRINT" YOU ARE IN THE LIGHT"
 1480 PRINT" HOUSE. YOU CAN SEE A"
 1490 PRINT" STAIRCASE. EXITS: S,E
 U
 1500 INPUT\$:TIME=TIME+1
 1510 IF\$="S"THEN170

655 IFR=5THENPRINT" YOU CAN SEE
 A KEY"
 660 PRINT" EXITS: W,E
 670 INPUT\$:TIME=TIME+1
 680 IF\$="W"AND RG=5THEN550
 690 IF\$="W"AND RG=1THEN430
 700 IF\$="E"THEN740
 710 IF\$="EXAMINE RIVER"THENER=S:G0
 10640
 715 IF\$="GET KEY"ANDER=5THENER=1:K
 Y=S:GOTO640
 718 GOSUB3070
 720 PRINT"WHAT!":SOUND0,9
 730 GOTO640
 740 GOSUB10
 760 PRINT" YOU ARE IN A FOREST"
 770 PRINT" EXITS: W"
 780 INPUT\$:TIME=TIME+1
 790 IF\$="W"THEN640
 795 GOSUB 3070
 800 PRINT"WHAT!":SOUND0,9
 810 GOTO 740
 820 GOSUB10
 825 IFIL=5THENPRINT" THE DOOR IS
 LOCKED":IL=1
 827 IF UK=5THENPRINT" YOU DON'T
 HAVE A KEY":UK=1
 830 PRINT" BY THE FRONT DOOR"
 840 PRINT" EXITS: S"
 850 IFNH=5THENPRINT"N"
 870 PRINT:INPUT\$:TIME=TIME+1
 880 IF\$="S"ANDRG=5THEN550
 890 IF\$="UNLOCK DOOR"ANDKY=5THENNH
 =S:GOTO820
 900 IF\$="S"ANDRG=1THEN430
 905 GOSUB 3070
 910 IF\$="OPEN DOOR"THENIL=S:GOTO82
 0
 920 IF\$="UNLOCK DOOR"ANDKY=1THEN U
 K=S:GOTO820
 930 IF\$="N"ANDKY=5THEN960
 940 PRINT"WHAT!":SOUND0,9
 950 GOTO820
 960 GOSUB10
 970 PRINT" YOUR IN A ROOM WITH T
 ABLE"
 980 PRINT" EXITS: N,S,E,W"
 990 INPUT\$:TIME=TIME+1
 1000 IF\$="N"THEN1220
 1001 GOSUB 3070
 1010 IF\$="S"THEN820
 1020 IF\$="E"THEN1060
 1030 IF\$="W"THEN1130
 1040 PRINT"WHAT!":
 1050 GOTO960
 1060 GOSUB10
 1070 PRINT" YOU ARE IN THE BARTH
 ROOM"

```

2020 PRINT " YOUR ON A DIRT TRACK"
2030 PRINT " EXITS: N,E"
2040 INPUT$:TIME=TIME+1
2050 IF$="E" THEN1920
2060 IF$="N" THEN2090
2065 GOSUB 3070
2070 PRINT"WHAT!":SOUND,9
2080 GOTO 2010
2090 GOSUB10
2100 PRINT " YOU ARE AT A DEAD END"
2110 IF$="I" THENPRINT " YOU CAN SEE A AXE"
2120 PRINT " EXITS: S"
2130 INPUT$:TIME=TIME+1
2140 IF$="S" THEN2010
2145 GOSUB 3070
2150 IF$="GET AXE" THEN$="S":GOTO2090
2160 PRINT"WHAT!":SOUND,9
2170 GOTO2090
2180 GOSUB10
2190 PRINT " YOU ARE BY A CURVED PATH"
2200 PRINT " EXITS: S,E"
2210 INPUT$:TIME=TIME+1
2220 IF$="S" THEN1920
2222 GOSUB 3070
2230 IF$="E" THEN2260
2240 PRINT"WHAT!":SOUND,9
2250 GOTO2180
2260 GOSUB10
2270 PRINT " YOU ARE BY A DEEP PIT"
2275 IF$="I" THENPRINT " THE ROPE FALLS DOWN"
2276 IF$="RE" THEN1:TR=1
2277 IF$="I" THENPRINT " YOU LAY THE ROPE "
2278 IF$="I" THENPRINT " YOU JUMP THE PIT A"
2279 IF$="I" THENPRINT " ND DIE "
2278 IF$="I" THENPRINT " SR(0):NEXT:RUN"
2280 PRINT " EXITS W"
2290 IF$="I" THENPRINT " E"
2300 PRINT:INPUT$
2310 IF$="W" THEN2180
2315 GOSUB3070
2320 IF$="THROW ROPE" AND$="ANDRE" THEN$="I":GOTO2
2330 IF$="LAY ROPE" AND$="ANDRE" THEN$="S":GOTO226
0
2340 IF$="E" AND$="ANDLE" THEN2380
2350 IF$="JUMP PIT" THEN$="S":GOTO2260
2360 PRINT"WHAT!":SOUND,9
2370 GOTO2260
2380 GOSUB10
2390 PRINT " YOU ARE BY A TREE"
2400 IF$="I" THENPRINT " YOU CAN SEE SOME W"
2401 IF$="I" THENPRINT " IT LOOKS GOOD FOR"
2402 IF$="I" THENPRINT " BOATS":ET=1
2410 PRINT " EXITS: W,E"
2420 INPUT$:TIME=TIME+1
2430 IF$="W" THEN2260

```

```

1520 IF$="U" THEN1560
1530 IF$="E" THEN1660
1540 PRINT"WHAT!":SOUND,9
1550 GOTO1460
1560 GOSUB10
1570 PRINT " YOU ARE IN A ROOM WITH"
1580 PRINT " A LARGE LANTERN"
1590 IF$="I" THENPRINT " YOU CAN SEE SOME"
1600 PRINT " EXITS: D"
1610 INPUT$:TIME=TIME+1
1620 IF$="GET MATCHES" THEN$="S":GOTO1560
1630 IF$="D" THEN1460
1635 GOSUB 3070
1640 PRINT"WHAT!":SOUND,9
1650 GOTO1560
1660 GOSUB10
1670 PRINT " YOU ARE NEXT TO THE"
1680 PRINT " BACK ENTRANCE TO THE"
1690 PRINT " LIGHT HOUSE. EXITS: N,S,W"
1700 INPUT$:TIME=TIME+1
1710 IF$="W" THEN1460
1720 IF$="S" THEN1760
1725 GOSUB 3070
1730 IF$="N" THEN1920
1740 PRINT"WHAT!":SOUND,9
1750 GOTO1660
1760 GOSUB10
1770 PRINT " YOU ARE IN A FLOWER"
1780 PRINT " BED. EXITS: N,E"
1790 INPUT$:TIME=TIME+1
1800 IF$="N" THEN1660
1805 GOSUB 3070
1810 IF$="E" THEN1840
1820 PRINT"WHAT!":SOUND,9
1830 GOTO1760
1840 GOSUB10
1850 PRINT " YOUR BY A LARGE ROCK FALL"
1860 IF$="I" THENPRINT " YOU CAN SEE SOME"
1870 PRINT " EXITS: W"
1880 INPUT$:TIME=TIME+1
1888 GOSUB 3070
1890 IF$="W" THEN1760
1895 IF$="GET ROPE" THEN$="S":GOTO1840
1900 PRINT"WHAT!":SOUND,9
1910 GOTO 1840
1920 GOSUB10
1930 PRINT " YOU ARE BY A FOOT PATH"
1940 PRINT " EXITS: N,S,W"
1950 INPUT$:TIME=TIME+1
1960 IF$="S" THEN1660
1965 GOSUB 3070
1970 IF$="W" THEN2010
1980 IF$="N" THEN2180
1990 PRINT"WHAT!":SOUND,9
2000 GOTO1920
2010 GOSUB10

```

7

```

2435 GOSUB 3070
2440 IF#= "E" THEN 2500
2450 IF#="CUT TREE" AND KE=STHENCUS:GOTO 23
80
2460 IF#="GET WOOD" AND CU=STHENCUS:CU=1:G
0102380
2470 IF#="EXAMINE TREE" AND CU=1 THEN ET=5:G
102380
2480 PRINT "WHAT!":SOUND,9
2490 GOTO 2380
2500 GOSUB 10
2510 PRINT "YOU ARE BY A LARGE LAKE"
2520 IFB=STHENPRINT "YOU BUILD A BOAT"
2530 PRINT "EXITS: W"
2540 IFB=STHENPRINT "E"
2550 PRINT:INPUT#;TIME=TIME+1
2560 IF#="W" THEN 2380
2580 IF#="BUILD BOAT" AND WD=STHENBR=5:WD=1
:GOTO 2500
2590 IF#="LAUNCH BOAT" AND BR=STHENBR=1:LB=
5:GOTO 2500
2600 IF#="E" AND LB=STHEN 2630
2610 PRINT "WHAT!":SOUND,9
2620 GOTO 2500
2630 GOSUB 10
2640 PRINT "YOU ARE NEXT TO A VOLCANO"
2650 PRINT "ENTRANCE. EXITS: S,W"
2660 INPUT#;TIME=TIME+1
2670 IF#="W" THEN 2500
2680 IF#="S" THEN 2710
2690 PRINT "WHAT!":SOUND,9
2700 GOTO 2630
2710 GOSUB 10
2720 PRINT "YOU ARE IN THE VOLCANO"
2730 IFB=STHENPRINT "BUT ROCKS BLOCK I
HE WAY BACK"
2740 PRINT "EXITS: S"
2745 IFB=STHENPRINT "N"
2750 PRINT:INPUT#;TIME=TIME+1
2760 IF#="S" THEN 2810
2770 IF#="LIGHT DYNAMITE" AND DE=5 AND MS=5TH
ENRB=5:DE=1:GOTO 2710
2780 IF#="N" AND RB=STHEN 2630
2790 PRINT "WHAT!":SOUND,9
2800 GOTO 2710
2810 GOSUB 10
2820 PRINT "YOU ARE IN A DARK TUNNEL"
2825 IFDE=1 THEN PRINT "YOU CAN SEE SOME
DYNAMITE"
2830 PRINT "EXITS: N,S"
2840 INPUT#;TIME=TIME+1
2850 IF#="N" THEN 2710
2855 GOSUB 3070
2860 IF#="S" THEN 2900
2870 IF#="GET DYNAMITE" THEN DE=5:GOTO 2810
2880 PRINT "WHAT!":SOUND,9
3290 GOTO 2810
2900 GOSUB 10
2910 PRINT "YOU ARE BY A TUNNEL
EXIT: N,W"
2920 PRINT "EXIT: N,S"
2930 INPUT#;TIME=TIME+1
2940 IF#="N" THEN 2810
2945 GOSUB 3070
2950 IF#="W" THEN 2980
2960 PRINT "WHAT!":SOUND,9
2970 GOTO 2900
2980 GOSUB 10
2990 PRINT "YOU ARE BY A FISH POND"
3000 IFP=1 THEN PRINT "YOU CAN SEE A MAP"
3010 PRINT "EXITS: E"
3020 INPUT#;TIME=TIME+1
3030 IF#="E" THEN 2900
3040 IF#="GET MAP" THEN MP=5:GOTO 2980
3050 PRINT "WHAT!":SOUND,9
3060 GOTO 2980
3070 IF#="I" THEN GOSUB 10:GOTO 3150
3080 IF#="Q" THEN 3270
3090 IF#="H" THEN 3110
3095 IF TIME=7 THEN 3370
3100 RETURN
3110 GOSUB 10
3120 PRINT "I,H,Q,N,S,E,W,U,D,FIRE,GET,CUT"
3130 PRINT "UNLOCK,OPEN,THROW,JUMP,BUILD"
3140 PRINT "LAUNCH,LIGHT,LAY"
3150 IFRG=STHENPRINT "RING"
3160 IFGN=STHENPRINT "GUN"
3170 IFDE=STHENPRINT "DYNAMITE"
3180 IFMS=STHENPRINT "MATCHES"
3190 IFRE=STHENPRINT "ROPE"
3200 IFKY=STHENPRINT "KEY"
3210 IFKE=STHENPRINT "AXE"
3220 IFWD=STHENPRINT "WOOD"
3240 IFMP=STHENPRINT "MAP"
3250 IFCN=STHENPRINT "COIN"
3260 PRINT:PRINT "PRESS RETURN TO CONTIN
UE":INPUT#;RETURN
3270 GOSUB 10:PRINT:PRINT:PRINT "YOUR
A CHICKEN!":PRINT
3280 PRINT:PRINT:PRINT:PRINT "PRESS RETURN
FOR ANOTHER GO"
3290 INPUT#;RUN
3300 IF#="Q" AND RG=5 AND MP=5 AND CN=5 THEN GOTO 3
3310 GOTO 3070
3320 GOSUB 10:PRINT "WELL DONE YOU FINISHED
THE GAME"
3330 PRINT:PRINT:PRINT:PRINT "WOULD YOU LIK
E ANOTHER GO (Y/N)"
3340 INPUT#;IF#="N" THEN CLS:END
3350 IF#="Y" THEN RUN
3360 PRINT "WHAT!":SOUND,9:GOSUB 10:GOTO 333
3370 FORA=5010100:FOKE31063;ALX=USR(0):NEX
T
3380 GOSUB 10:PRINT "THE VOLCANO ERUPTS AND
DESTROYS"
3390 PRINT "VOLCANO ISLAND":GOTO 3330

```

8

PHONE 07 398 3745 (home)

CONTACT Bob Kitch 7 EURELLA St. Kenmore. 4069.

MAGAZINES. 29 CARTONS. ANY OFFERS.

80 MICRO (U S) various between 1980-1987
 good on trs80 / Z80 programs

MICRO 80 (aust) all from 1979 to 1984
 good on TRS80-Z80-VZ
 Elect Aust. ALL Jan 1981-Dec 1990
 ETI Jan 1986-May 1990 (last edition)
 Practical Elect. Aug 1991-Dec 1990 (complete)
 APC June 1980-Mar 1992 (near complete set)
 Your computer Dec 1982-March 1992, (near complete)
 Personal computer games Aug 1984-Nov 1985
 Australian Home Computer (GEM) Aug 86-Sept 87 (complete)
 Silicon Chip Nov 87-Dec 90 (all editions)
 Australian PC User Oct 89-Mar 92 (all editions)
 Talking Electronics most editions

Prices are all negotiable.

ALL magazine articles (300 articles)
 only copies in Australia \$500

BOOKS VZ, Z80, TRS80, and 40 books. Some very rare.
 Computer literature (Z80) 1 carton \$100
 Mag reprints & VZ literature 1 carton \$100
 User Group Newsletters 2 cartons \$200
 LITERATURE. DSE and LASER literature \$200

WITH MANUALS \$400

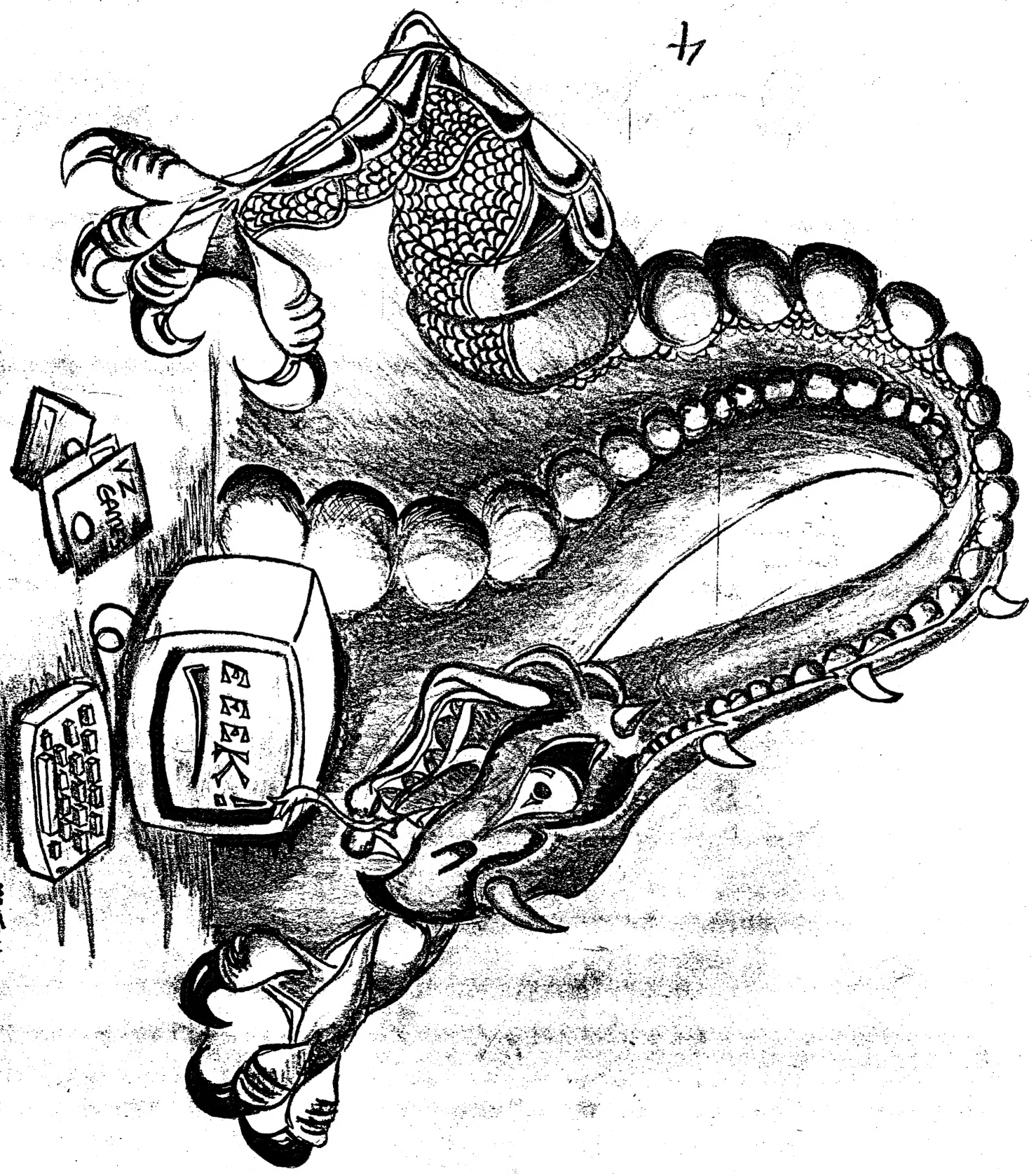
1 CARTON TAPES AND DISKS. 100 TAPES, 150 DISKS

3	VZ 300 operational	\$200
2	VZ 300 U/S	\$80
2	DISK CONTROLLERS	\$100
1	64K MEM EXPAN.	\$80
1	16K MEM EXPAN.	\$40
2	DISK DRIVES WITH POWER SUPPLY	\$300
1PR	JOY STICKS	\$20
1	LIGHT PEN WITH SOFTWARE	\$100
1	PP40 PRINTER PLOTTER W/PENS PAPER	\$100
2	PRINTER INTERFACES	\$20
1	GREEN SCREEN MONITOR	\$50
1	CASSETTE RECORDER	\$50
MISC	EPROMS. DOS, VZ BASIC,	\$50

HARDWARE

FOR SALE

4



MITCH

HUNTER VALLEY VZ JOURNAL

THE JOURNAL, LIKE VEZEED DOWN UNDER HAS BEEN LOSING SUBSCRIBERS AND IN DANGER OF CEASING PRODUCTION. AS THERE WERE NO TAKERS FOR HARRY'S JOB IT HAS BEEN DECIDED TO MERGE VEZEED DOWN UNDER AND THE JOURNAL TO MAKE IT A VIABLE PROPOSITION. THE JOURNAL WILL BE THE ONLY VZ PUBLICATION AROUND. AS EDITOR OF THE JOURNAL I OFFER VEZEED DOWN UNDER SUBSCRIBERS THE OPPORTUNITY TO TRANSFER THEIR REMAINING SUBSCRIPTIONS TO THE JOURNAL.

SUBSCRIPTION RATES (AUST) - 3 ISSUES \$11.00 - 6 ISSUES \$21.00

FOR MORE INFORMATION CONTACT:

JOSEPH P LEON 35 TIGHESS TCE TIGHESS HILL NSW 2297 (049) 692 399

NOTE: PROSPECTIVE MEMBERS CAN JUDGE THE QUALITY OF THE JOURNAL BY THE ARTICLES ON FILETYPE CONFUSION, AND PARK2 WHICH IS FAIRLY TYPICAL.

PARK2 BY DAVE MITCHELL

```

001 ;PARK ROUTINE FOR TWO DRIVES
002 ;WRITTEN BY D.MITCHELL
003 ;LAST UPDATE : 20:06:92
004 DI
005 LD (IY+0),0
006 LD A,(IY+11)
007 CP 80H
008 JR NZ,D1
009 LD (IY+0),2
010 LD A,(IY+20)
011 OR A
012 JR Z,D1
013 PUSH AF
014 CALL 4008H
015 POP AF
016 LD B,A
017 CALL 403EH
018 CALL 400BH
019 LD (IY+11),10H
020 LD A,27H
021 SUB (IY+20)
022 JR Z,END
023 PUSH AF
024 CALL 4008H
025 POP AF
026 LD B,A
027 CALL 403BH
028 CALL 400BH
029 END
EI

```

001 ;PARK ROUTINE

002 ;WRITTEN BY D.MITCHELL

003 ;LAST UPDATE : 20:06:92

004 DI

005 LD (IY+0),0

006 LD A,(IY+11)

007 CP 80H

008 JR NZ,D1

009 LD (IY+0),2

010 LD A,(IY+20)

011 OR A

012 JR Z,D1

013 PUSH AF

014 CALL 4008H

015 POP AF

016 LD B,A

017 CALL 403EH

018 CALL 400BH

019 LD (IY+11),10H

020 LD A,27H

021 SUB (IY+20)

022 JR Z,END

023 PUSH AF

024 CALL 4008H

025 POP AF

026 LD B,A

027 CALL 403BH

028 CALL 400BH

029 END

SET YOUR ORIGIN AT 900H, ASSEMBLE AND SAVE YOUR OBJECT CODE AS PARK2 SO IT WONT GET MIXED UP WITH OTHER VERSIONS AND WHEN YOU RUN PARK2 YOU'LL SEE ONE OF TWO DISPLAYS SHOWN BELOW DEPENDING FROM WHICH DRIVE YOU LOADED PARK2 FROM.

DRIVE PARK ROUTINE

WRITTEN BY D.MITCHELL

LAST UPDATE: 20.6.92

DRIVE 1 PARKED AT TRACK 39

DRIVE 2 PARKED AT TRACK 0

DRIVE 1 PARKED AT TRACK 39

READY

NOTE: AS A REGULAR DISK DRIVE USER I USE PARK2 VERY FREQUENTLY TO RESET MY VZ WITHOUT BANGING THE DRIVE HEADS AND DIMINISHING IT'S LIFE EXPECTANCY. MOST OF MY BASIC PROGRAMS HAVE A "QUIT & PARK" OPTION, JOE.

DOS FILETYPE CONFUSION

WHEN THE DISK DRIVE FIRST BECAME AVAILABLE FOR THE VZ 200/300 COMPUTERS THINGS WERE SIMPLE AND THERE WAS NO CONFUSION AS THERE WERE ONLY 3 FILETYPES TO WORRY ABOUT, EG:

T:FILENAME 7AE9 XXXX XXXX - TEXT FILE - (BASIC PROGRAM)
B:FILENAME XXXX XXXX XXXX - BINARY FILE - (MACHINE/OBJECT CODE)
B:FILENAME 700 780 0800 - BINARY FILE - (HI-RES SCREEN)
B:FILENAME C00 FFF 4000 - BINARY FILE - (MEMORY BLOCKS)
D:FILENAME 000 000 000 0000 - DATA FILE - (PROGRAM GENERATED)

AS VZ USERS STARTED WRITING PROGRAMS FOR DISK DRIVE USE AND QUITE OFTEN WITHOUT CONSULTATION WITH OTHERS THEY INTRODUCED OTHER FILETYPES AND THE CONFUSION AND INCOMPATIBILITY BEGAN. BELOW IS A LIST OF THE NEW FILETYPES, THEIR USES AND THEIR AUTHORS.

DISK ED/ASS SOURCE CODE FILETYPES

A:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - RH - RUSSELL HARRISON
S:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - DM - DAVE MITCHELL
S:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - MH - MARK HARWOOD
A280 XXXX XXXX - VARIANT - BG - BRIAN GREEVE
A280 XXXX XXXX - VARIANT - PH - PETER HICKMAN
W:FILENAME A813 XXXX XXXX - DISKOPS ED/ASS. - LM - LESLIE MILBURN

THERE ARE FOUR BASIC DISK VERSIONS AND TWO VARIANTS OF DICK SMITH'S EDITOR ASSEMBLER WHOSE SOURCE CODE FILES ARE NOT COMPATIBLE WITH EACH OTHER. AS YOU'LL NOTE THERE ARE THREE DIFFERENT FILETYPES, A, S AND W AND TWO DIFFERENT START ADDRESSES, (A280 & A813).

DISK WORD PROCESSOR FILETYPES

W:FILENAME XXXX D00 XXXX - PATCH 3.3 - DM - DAVE MITCHELL
W:FILENAME XXXX XXXX XXXX - WORDPRO - RH - RUSSELL HARRISON
F:FILENAME 000 FFF FFF - QUICKWRITE - LM - LESLIE MILBURN

AGAIN INCOMPATIBILITY IS THE NAME OF THE GAME WITH DIFFERENT FILETYPES AND START AND END ADDRESSES. TO ADD MORE CONFUSION THERE ARE TWO WORD PROCESSOR AND ONE EDITOR ASSEMBLER SHARING A W:FILETYPE.

CONVERTING SOURCE CODE FILES

TO DENOTE THE VARIOUS EDITOR ASSEMBLERS AND THEIR SOURCE CODE, INITIALS WILL BE USED FOR COMPARISON PURPOSES. SEE LAST TWO CHARACTERS IN FILENAME BELOW. I'LL USE LESLIE MILBURN'S EXT12.2 AS AN EXAMPLE.

S:EXT-DM 01 00 A280 CFA 2C8A
S:EXT-MH 01 00 A280 CFC 2C8C
A:EXT-RH 01 00 A280 CFC 2C8C
W:EXT-LM 01 00 A813 D4A0 2C8D

I STARTED OUT WITH W:EXT-LM SOURCE CODE FILE AND AFTER CONVERSION ARRIVED AT THE REST. CONVERTING CAN BE AS SIMPLE AS CHANGING FILETYPE AND OR START/END ADDRESSES. I USED LESLIE MILBURN'S EXT12.2 DOS UTILITY AS THE MOST SUITABLE FOR THE PURPOSE AS IT HAS TWO OF THE COMMANDS REQUIRED. THEY ARE:

- 1) CHA"FILENAME",X - CHANGES FILETYPE
- 2) REL"FILENAME",XXXX - RELOCATES START OF FILE

CONVERTING SOURCE CODE FILES CONT.

TO CHANGE FILETYPE ACTIVATE EXT12.2 AND TYPE IN:

CHA"EXT.LM",S <RETURN>

THIS WILL CHANGE (W) FILETYPE TO (S)

TO CHANGE START AND END ADDRESSES TYPE IN:

REL"EXT.LM",A2B0 <RETURN>

NOTE 1: EXT12.2 WILL AUTOMATICALLY WORK OUT NEW END ADDRESS TO CORRESPOND TO NEW START ADDRESS AND UPDATE DISK DIRECTORY.

NOTE 2: DM(S), MH(S), RH(A) AND LM(W) = THE 4 SOURCE CODE FORMATS.

AND NOW TO THE DETAILS ON HOW TO CONVERT SOURCE CODE FOR USE BETWEEN EDITOR ASSEMBLERS.

DM - WILL LOAD DM(S) WITHOUT MODIFICATION - USE TL:FILENAME
WILL LOAD MH(S) WITHOUT MODIFICATION - USE TL:FILENAME
WILL LOAD RH(A) WITHOUT MODIFICATION - USE TM:FILENAME
WILL LOAD LM(W) WITHOUT MODIFICATION - USE TM:FILENAME

MH - WILL LOAD MH(S) WITHOUT MODIFICATION.
WILL LOAD RH(A) AFTER CHANGING FILETYPE TO MH(S).
WILL LOAD DM(S) AFTER CHANGING FILETYPE TO MH(S).
WILL LOAD LM(W) AFTER CHANGING TO DM(S) FORMAT AND THEN TO MH(S) FORMAT.

RH - WILL LOAD RH(A) WITHOUT MODIFICATION.
WILL LOAD MH(S) AFTER CHANGING FILETYPE TO RH(A).
WILL LOAD DM(S) AFTER CHANGING TO MH(S) FORMAT AND CHANGING FILETYPE TO RH(A).
WILL LOAD LM(W) AFTER CHANGING TO DM(S) FORMAT AND THEN TO MH(S) FORMAT AND CHANGING FILETYPE TO RH(A).
LM - WILL LOAD LM(W) WITHOUT MODIFICATION
WILL LOAD DM(S) AFTER CHANGING START ADDRESS TO A813 AND FILETYPE TO LM(W).
WILL LOAD MH(S) AFTER FIRST CHANGING TO DM(S) FORMAT AND THEN TO LM(W) FORMAT.
WILL LOAD RH(A) AFTER FIRST CHANGING TO DM(S) AND THEN CHANGING DM(S) TO LM(W) FORMAT.

THE FOLLOWING ARE THE EDITOR ASSEMBLERS USED FOR COMPILING THIS ARTICLE AND ONCE AGAIN INITIALS ARE USED TO DENOTE AUTHORS.

B:ASM.DM 01 0D ZAFD A2F3 27F6
S:COMPAT 01 02 A280 A7C2 0542 - CONVERT ROUTINE TO CHANGE DM(S) FORMAT TO MH(S) FORMAT.
B:ASM.MH 06 0F ZAFD A2A3 27A6
B:ASM.LM 0C 00 ZAFD BF01 4404 - DISKOPS 6, 64K VERSION.
T:ASM.RH 14 0B ZAE9 7B29 0040 - 34K VERSION.
B:ASM1 14 0C FC00 FE81 0281
B:ASM2 15 02 ZAFD A301 2807 - NOTE: ASM.RH CONSISTS OF 3 FILES.

THE EDITOR ASSEMBLER I PREFER IS DAVE MITCHELL'S VERSION AS IT IS THE ONLY WHICH WILL LOAD ALL OTHERS WITHOUT MODIFICATION AND CAN CONVERT THEM ALL TO ASM.MH(S) USING DM COMPAT ROUTINE, JOE LEON.

**OPERATING INSTRUCTIONS FOR EXT 12.2
BY LESLIE WILBURN**

FORMAT

THIS IS THE SAME AS DOS INIT. IT INITIALISES A DISK FOR USE. WHEN FINISHED IT PROMPTS USER FOR A DISK LABEL AND THE CURRENT DATE.

LABEL - THIS ALLOWS THE USER TO PUT A LABEL ON A FORMATTED DISK.

VOL - THIS ALLOWS THE USER TO READ BACK THE DISK LABEL.

NOTE: THE DISK LABEL USES A S:FILENAME (SYSTEM FILE) AND OCCUPIES ONE SECTOR ON THE FLOPPY DISKETTE. IF YOU WISH TO PLACE THE DISK LABEL ON PART OF THE DISK WHICH IS NOT USED THEN I SUGGEST THAT THE SECOND HALF OF TRACK 0 SECTOR 15 BE USED. THIS IS CURRENTLY UNUSED.

DIS? - (?) = FILETYPE (OPTIONAL)

THIS DISPLAYS ALL FILES ON THE FLOPPY DISKETTE BY ?FILENAME. THE (?) IS OPTIONAL BUT IF NOT SPECIFIED THEN ALL FILES WILL BE DISPLAYED. IF I IS SPECIFIED, (IE. DIST) THEN ONLY I:FILETYPES WILL BE DISPLAYED. THE OUTPUT FORMAT IS AS FOLLOWS:

FILENAME-START TRACK/SECTOR-START/END ADDRESS-NUMBER OF BYTES

I:FILENAME 01 00 7AE9 B673 068A

AFTER EACH SECTOR OF THE DISK DIRECTORY HAS BEEN DISPLAYED THE OUTPUT WILL PAUSE. PRESS SPACE TO CONTINUE LISTING OR BREAK TO EXIT.

LDIS? - (?) = FILETYPE (OPTIONAL)

AS DIS?, BUT ALL OUTPUT TO PRINTER.

CHA:FILENAME" ? - (?) = FILETYPE

THIS FACILITY ALLOWS YOU TO CHANGE THE FILETYPE OF A FILE ON DISK. THE FILENAME AND FILETYPE ARE REQUIRED.

NOTE: AFTER CHANGING THE FILETYPE THE PROGRAM OR DATA MAY NO LONGER RUN OR LOAD. CHA CAN BE USED TO PROTECT FILES AGAINST ACCIDENTAL ERASURE OR TO CONVERT SOURCE CODE FILES FOR USE WITH OTHER EDITOR ASSEMBLERS.

REL"FILENAME" , XXXX

THIS FACILITY ALLOWS YOU TO RELOCATE A FILE. THE FILENAME AND NEW START ADDRESS IS REQUIRED. A NEW END ADDRESS IS AUTOMATICALLY CALCULATED AND BOTH THE NEW START AND END ADDRESSES ARE PLACED INTO THE DISK DIRECTORY. USE HEX NUMBERS ONLY.

NOTE: A BASIC PROGRAM CAN BE RELOCATED TO A NEW START ADDRESS.

HOWEVER, SOMETIMES THE RUN COMMAND WILL NOT WORK. HINT: TRY TYPING THE FIRST LINE IN IMMEDIATE MODE THEN GOTO 20 (FOR EXAMPLE).

EREL"FILENAME" , XXXX

THIS FACILITY ALLOWS YOU TO END RELOCATE A FILE. THE FILENAME AND NEW END ADDRESS IS REQUIRED. A NEW START ADDRESS IS AUTOMATICALLY CALCULATED AND BOTH THE NEW START AND END ADDRESSES ARE PLACED INTO THE DISK DIRECTORY. USE HEX NUMBERS ONLY.

NOTE: EREL COMMAND WAS DESIGNED TO ALLOW DAVE MITCHELL PATCH3.3 AND RUSSELL HARRISON WORD PROCESSORS TO INTERCHANGE WORD PROCESSOR FILES.

EXA, XXXX, YYYY

THIS FACILITY ALLOWS YOU TO EXAMINE ANY TRACK (XXXX) AND SECTOR (YYYY) ON THE FLOPPY DISKETTE. USE ONLY HEX NUMBERS. THE SECTOR WILL THEN BE DISPLAYED. PRESS SPACE TO CONTINUE SEEING THE FOLLOWING SECTORS ON THE DISKETTE. TO EXIT USE BREAK.

